

**FREE!**



|01

Issue 28 | May 2009

# PLAYzine

Free Magazine for Handheld and Wii Gamers. Pass it on to your friends and family

**EXCLUSIVE!**

## RABBIDS GO HOME

The manic aliens go it alone. Find out more inside!

**REVIEWED!**

**Henry  
Hatsworth**  
Puzzler meets  
platformer

**MOTION-TASTIC!**

**MOTIONPLUS  
REVEALED**

What it does, and the  
games you'll be playing



**REVIEWED!**

**Phantasy  
Star Portable**

*The classic role-  
player hits the PSP!*



**FIRST LOOK!**



**JAK & DAXTER:  
THE LOST FRONTIER**

*The dynamic duo are back!*

**REVIEWED!**



**PES 2009**

*Now it's on the Wii, too*

**FIRST LOOK!**



**KLONOA**

*Platform perfection?*

CONTROL →



# Welcome

 There are exciting times ahead. Firstly the new MotionPlus adaptor could change the way we play Wii games forever, and secondly, there are some amazing games due out between now and Christmas. Make sure you stay with us, and we promise to bring you all the info on the games that matter.

Dean Mortlock, Editor

HGZine@gamerzines.com

DON'T  
MISS  
THIS!

## Rabbids Go Home



Could this be the weirdest platformer yet? Find out in our exclusive preview!

CHECK THIS!

## Monsters vs. Aliens

PLUS LOADS  
MORE REVIEWS!

PES 2009

Phantasy Star Portable

TENCHU

## Jak & Daxter: The Lost Frontier

Another classic series is heading to PSP!

## PES 2009

Can it top FIFA?

Dan Curley

Young Curley suffered from Motion sickness this month.

Damien McFerran  
Damien now realises that rabbits are in fact mad aliens called Rabbids. Bless.



## QUICK FINDER

Every game's just a click away!

### PREVIEWS

NINTENDO WII  
Dead Space Extraction

Klonoa

Spore Hero

Grand Slam Tennis

Tiger Woods

PGA Tour 10

Rabbids Go Home

Sony PSP  
Jack & Daxter: The Lost Frontier

### REVIEWS

NINTENDO WII  
Monsters vs. Aliens  
PES 2009  
TENCHU

### NINTENDO DS

Henry Hatsworth in The Puzzling Adventure

Sony PSP  
Phantasy Star Portable



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## WARNING! MULTIMEDIA DISABLED!

If you are reading this, then you didn't choose "Play" when Adobe Reader asked you about multimedia when you opened the magazine.

Without the multimedia playing, the magazine will look correct, but you will be missing out on all of the extra content built into each issue, like videos, animated screenshots, annotations, quizzes, competitions and more.

We recommend you close and re-open the magazine and select "Play" when asked about the multimedia to enjoy the magazine as intended.

## first look

## info

FROM: Sony  
A BIT LIKE... Daxter,  
Ratchet & Clank

WEB: <http://uk.playstation.com/psp>  
OUT: Autumn  
ALSO ON: PS2



# JAK & DAXTER: THE LOST FRONTIER

The real dynamic duo are back!

## WHAT'S THE STORY?

There's an environmental theme to this new game in the famous series, as our favourite pair of weapon-wielding social misfits team up with a third party called Kiera to save the world from the threat of 'Dark Eco'.

## WHAT DO WE KNOW SO FAR?

Oddly, despite them all being rather good, we haven't seen a new Jak & Daxter game for years. While we wait patiently for the series to arrive on PlayStation 3, this is big news and definitely one to look out for in the autumn.

Details are predictably scarce at the moment, but we do know that you start the game on foot but will soon get the opportunity to take to the skies in one of five aircraft. So far, so

good. And there's also mutterings about a new weapon, too. Going by the name of the Gunstaff, it apparently has the ability to transform into other weapons – could J&D be taking a leaf out of the Ratchet & Clank book?

## WHEN DO WE GET MORE?

The game's down for a release in September/October, so we'll do our very best to bring you a hands-on playtest in the next couple of months.

## ANYTHING ELSE THAT WE SHOULD KNOW ABOUT?

There hasn't been a Jak & Daxter game for nearly four years, and this is the first time that the two have appeared on the PSP – not counting 2006's excellent Daxter. We have high hopes that this could be something rather special.



Ah, Jak. It's good to have you back, we have missed you.



## Best Bit

A game like this is all about the weapons, and with new additions like the Gunstaff, we're expecting plenty of action. The Gunstaff, we're told, has the ability to transform itself into other weapons. How this will work is yet to be revealed, but we're sure that it'll be fantastic!



If you've yet to play a Jak & Daxter game then you'll in for a real treat.

No Time for  
the Gym?  
No Problem!



# JILLIAN MICHAELS'

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ULTIMATUM  
2009



World-renowned celebrity fitness trainer Jillian Michaels challenges you with a fun yet intense workout of rigorous exercise routines in this innovative Wii™ game.

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OUT 5th JUNE



Wii



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CONTROL →



## first look

info



FROM: EA  
 A BIT LIKE... House of the Dead: Overkill  
 WEB: <http://deadspace.ea.com>  
 OUT: Autumn



# DEAD SPACE EXTRACTION

In space, no one can hear that you're dead scared...

## WHAT'S THE STORY?

It's a prequel to the critically acclaimed (but sales flop) Dead Space. Set three weeks before, you play heroine Lexine who's part of an investigation team sent to a deep space mining colony that's being ravaged by a parasitical alien infection called The Necromorph. As the colonists fall foul to dementia and eventual horrendous mutation, you and a small band of survivors hope to find sanctuary on orbiting ship the USG Ishimura. And as some of us already know, there is no red carpet welcome on the Ishimura...

## WHAT DO WE KNOW SO FAR?

It's a completely different game to Dead Space. It's a first-person, on-the-rails blaster, so it's more like a light-gun game, and you'll get to play on both the alien planet and the doomed spaceship. All the enemies and weapons from the original game are present and correct and the ethos of enemy

dismemberment (you have to chop their arms, legs and 'weird bits' off) has been carried over to this game.

It's also got a co-op mode, so a mate can dip in and out seamlessly. We asked one of the dev team how the game would change with two players, and he said: "We're working on that, it's not gonna be just the same game as we'll have to make it harder."

## WHEN DO WE GET MORE?

It's been penned in for a vague autumn release, and we'll have a full hands-on preview sometime during the summer.

## ANYTHING ELSE THAT WE SHOULD KNOW ABOUT?

The original game features levitation which allows you to fling objects around like some crazed Jedi. This worked fine on a 360 and PS3 joypad, but using the Wii remote it'll be magnificent fun. It's also going to be an 18 certificate, so will strictly be for adult gamers only. 🚫

Latest news



Dead Space is on the scary side, but adult gamers will absolutely love it.



## Best Bit

You can take an enemy's head off and it'll still keep coming like some monstrous alien chicken. The Necromorphs are all about dismemberment – you need to hack their limbs off before they die. Thankfully you can use 'Stasis' to slow enemies down, which is like Max Payne's bullet time.



A Necromorph takes offence to your lightning gun attack.

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CONTROL ➔



info



FROM: Atari  
A BIT LIKE... Super Mario Galaxy  
WEB: N/A  
OUT: October



# KLONOA

A real blast from the past

## WHAT'S THE STORY?

If you've never heard of Klonoa before then you're in for a treat. Released on the PSOne back in 1997, it was a 2D platformer with 3D backgrounds – coining the term 2.5D. You moved through a series of 3D levels, but on a fixed path. Now the original game is being updated and improved for the Wii, meaning better graphics and a whole load of added features – including a whole load of new secrets to discover. Having played the original to death though, it all hinges on whether or not the developers can



make sure that the gameplay is as sharp and playable as the original.

## WHAT DO WE KNOW SO FAR?

Well, the story's the usual nonsense about evil taking over a land and only one person is able to save the day. Except that Klonoa is aided by his friend Hewpoe, who possesses a ring that allows Klonoa to fire a 'Wind Bullet' to inflate his enemies – well, that bit is fairly original anyway.

## WHEN DO WE GET MORE?

Soon. Real soon. We've got months until the October release date, so we'll be nosing around for more info and shots in the very near future.

## ANYTHING ELSE THAT WE SHOULD KNOW ABOUT?

Apart from the new graphical shine, the game has also been improved to make use of the Wii's control system. That means you'll be able to throw enemies across the screen with the Remote or control a whirlwind to slow down enemies with the Nunchuck.

Latest news



See if you can guess the song title just by reading the lyrics running across the top of the shot.



## Best Bit

The mixture of 2D and 3D works rather well. Yes, you're on a fixed path, but that means that the developers can go crazy on the backdrops, and they look stunning so far. And the original's level design was always spot-on, too.



As usual, each instrument can choose its own skill level.





# SPORE Hero

Spore turns heroic for the Wii

## WHAT'S THE STORY?

It's a new game exclusive for the Wii in which you have direct control over a single creature, making it more like a 3D platform romp than its PC strategy forefather. You crash-land on a planet, but it turns out some meteorites have also crashed all over the planet's surface, most of which are evil and are causing all sorts of biological discontent with the indigenous life. You then trek across the world interacting with all sorts of weird creatures, some of which will want to



pull you apart limb-from-limb, others might just want to have a sing-a-long.

## WHAT DO WE KNOW SO FAR?

It has a full creature editor, so can make whatever freak of nature you fancy. And while the PC game let you nurture evolution from amoeba into a galaxy-conquering super species, Spore Hero is entirely set in the Creature stage. But yes, this is most definitely a platform adventure game, so think less Spore on PC and more Mario Galaxy.

## WHEN DO WE GET MORE?

Another game with an autumn release date, which means we'll almost certainly get to play a preview version during the summer months.

## ANYTHING ELSE THAT WE SHOULD KNOW ABOUT?

You'll be able to take it online and play doubles, so you and your mate can take on your other two mates in Australia.

## Latest news



The graphical style is very Nintendo and smacks of the Rayman platform games.



## Best Bit

EA gave us a glimpse of one of the ways it'll make use of the Wii Remote – this weird-looking singing bit. Some creatures you meet just want to sing, and you control your creature's pitch and tone by waving the remote about, almost like a conductor waving his baton.



Some creatures you'll encounter are friendly, some fearsome. We suspect he's the latter.





# incoming

We've seen the future of gaming, and it's good!

## F1 2009



FROM: Codemasters OUT: 2009

**F**ollowing Sony's decision not to renew the official F1 license, UK publisher Codemasters was swift to scoop up the right to produce games based upon the exploits of Hamilton, Button and company. Surprisingly, Wii and PSP owners will be getting to race around the world's most famous tracks before their 360- and PS3-owning brethren. Sumo Digital will be handling the coding duties, which means the game is in capable hands – they handled the home conversions of Sega's Outrun 2.



## PES 2010

FROM: Konami OUT: October

**K**onami's premier sporting series has endured a bit of dip in form lately. Last year's edition wasn't quite good enough to hustle EA's FIFA off the ball, and as a result fans were left feeling a little short-changed. Thankfully, Konami has stated that it's listened to the feedback and the 2010 challenger will be a different ball game entirely. We're hoping it's all over 'early doors' and we're not left feeling 'as sick as a parrot'. Ahem...



## future releases

Best start saving! Here are the top games coming soon...

### Pokémon Platinum

DS  
May

### Klonoa

Wii  
May

### Punch Out!

Wii  
May

### Virtua Tennis 2009

Wii  
May

### Walk With Me!

DS  
June

### Another Code R

DS  
June

### Avalon Code

DS  
June

## The Legend Of Zelda: Spirit Tracks



FROM: Nintendo OUT: 2009

**F**ollowing on from the sublime Phantom Hourglass, Spirit Tracks certainly has a lofty reputation to live up to but we've every faith that Nintendo will produce something just as jaw-droppingly brilliant as its predecessor. The fact that it contains locomotives has caused a few hardcore Zelda fans to throw up their arms in disgust but the tried-and-tested gameplay appears to be all present and correct.



## Silent Hill: Shattered Memories



FROM: Konami OUT: TBC

**A**lthough it's being billed as a remake of the first Silent Hill game, Shattered Memories is actually shaping up to be more of a 'reimagining'. Much has changed, as combat has been removed entirely and the main character uses gadgets such as GPS tracking to help him locate his missing daughter. In the Wii version, players will also be able to use the Wii Remote as a torch.





## BRUTAL Legend



FROM: EA OUT: TBC

Tim Schafer – the gaming genius behind Psychonauts and the Monkey Island series – is currently putting the finishing touches to the 360 and PS3 versions of Brütal Legend, a rock-based action game which stars the incredibly funny Jack Black. EA has recently confirmed that a Wii version of the game is also in development, although it's understood that another studio will be producing it instead of Schafer's Double Fine Productions. Release is expected to be some time after the next-gen editions hit the shelves.



## future releases

More games heading your way  
in the not-so-near future



## The conduit

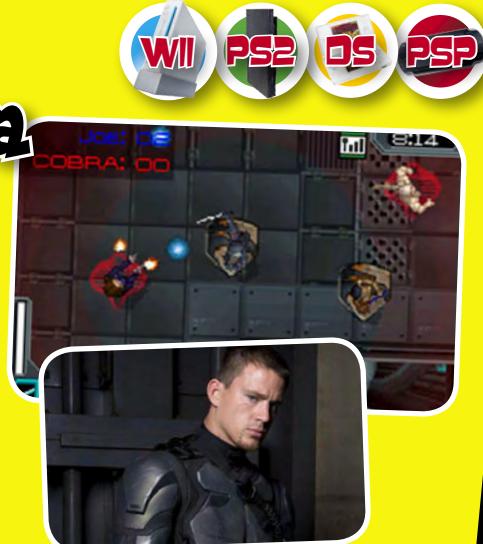
FROM: Sega OUT: June

Although the excellent Metroid Prime 3 has already proven just how suitable the Wii is for first-person shooter titles, we've seen precious few examples of the genre on the machine. Thankfully that looks set to change with The Conduit. The developer has recently released details of 13 different multiplayer modes and has confirmed that the game will showcase online play. Could this gorgeously-looking game challenge the likes of Halo 3 and Resistance 2 on the 360 and PS3?

## Gi Joe: The Rise of Cobra

FROM: EA OUT: Summer 2009

As the Hollywood adaptation of this classic toy line gets ever closer EA is slowly drip-feeding information relating to the official video games that it's lined up to coincide with the big launch. Predictably the PS2, Wii and PSP versions are all pretty similar, with the DS edition adopting a top-down viewpoint. 12 different characters are promised, along with a single screen co-op mode – which we're assuming only applies to the home console editions.



## The legendary Starfy



FROM: Nintendo OUT: 2009

The name might not ring a bell but in Japan, Starfy is a tremendously popular character, and this DS outing marks his fifth adventure since he appeared on the Gameboy Advance back in 2002. It's also the first Starfy game to be released outside of Japan. It's a 2D platform title packed with charm and colour, but instead of hopping around Super Mario-style, the emphasis here is more on swimming.



Gauntlet  
DS  
June

Transformers  
2: Rise of  
the Fallen  
Wii/DS/PSP/PS2  
June

Grand Slam  
Tennis  
Wii  
June

Marvel:  
Ultimate  
Alliance  
PS2  
June

Ghostbusters  
Wii/DS/PS2  
June

SBK09 Superbike  
PS2  
June

Monster  
Hunter  
Freedom: unite  
PSP  
July

# THE MOTION POTION

Your Wii's getting a much need tonic with MotionPlus. We investigate...



**R**emember the day your first played your Wii? Remember how deliriously excited you were playing Wii Sports for the first time, jumping around the lounge, boxing against your chums and playing tennis with Mum? And while the Wii's motion control felt so futuristic, do you also remember that slight nagging feeling inside that it wasn't the perfect 1:1 response it was hyped up to be?

Two and half years after Wii launched, the machine's about to be given a motion sensor upgrade that is as precise and sharp as a laser beam. The 12th of June is the date you'll be able to say 'tatty bye!' to vague swipes of the Remote and play sports games as if you were really playing them.

## TINY MAGIC BOX

Coming in the shape of a tiny little box (roughly the size of a match box) that attaches to the bottom of your Remote, its gyroscopic sensor vastly increases sensitivity so you'll get exact 1:1 replication on all future games

developed to be compatible with it. The regular Remote may have been up to the job of sensing position and direction, but it's never been not much cop when it comes to mapping speed – in particular when swinging towards or away from the screen – nor can it detect minuscule little movements like wrists twists. MotionPlus though, is going to make all these shortfalls a thing of the past.

The first two games to utilise it are EA's Grand Slam Tennis and Tiger Woods 10. And while you'll be able to buy the peripheral separately (price unconfirmed but it'll be \$20 in the US so expect about £15 here), both games will come bundled with the device (for £49.99 – not bad!) so we popped down to EA to see what it's all about... ↗

"THE MOTIONPLUS'S GYROSCOPIC SENSOR VASTLY INCREASES SENSITIVITY"



# GRAND SLAM TENNIS

Time to practice that backswing with a tiny bit of spin...

## info

FROM: EA  
 A BIT LIKE: Top Spin 3  
 WEB: [www.eagames.co.uk/game/grand-slam-tennis](http://www.eagames.co.uk/game/grand-slam-tennis)  
 OUT: 12th June



The very first game ever to utilise MotionPlus will be Grand Slam Tennis, a Wii exclusive (for now) that's been built from the ground up to make full use of this new contraption.

All MotionPlus games have to be compatible with the regular Remote (until every single Wii owner on earth has a MotionPlus box) and we played Grand Slam using both control systems so we could compare the difference. And there's no doubt about it, MotionPlus is worlds ahead of its regular Remote counterpart. Plus felt much more like playing real tennis, and we suspect once you've adjusted to Plus you'll never want to go back.

The power of the shot felt much more in tune with the power of our swing. We



**"THE POWER OF THE SHOT FELT MORE IN TUNE WITH THE POWER OF OUR SWING"**

blasted down a few times with so much power our shoulder almost dislocated, and each time brought a ferocious on-screen smash, and with subtle little wrist twists, we had far more control of the direction of the ball. We detached the Plus and, well, it just felt a bit like Wii Tennis

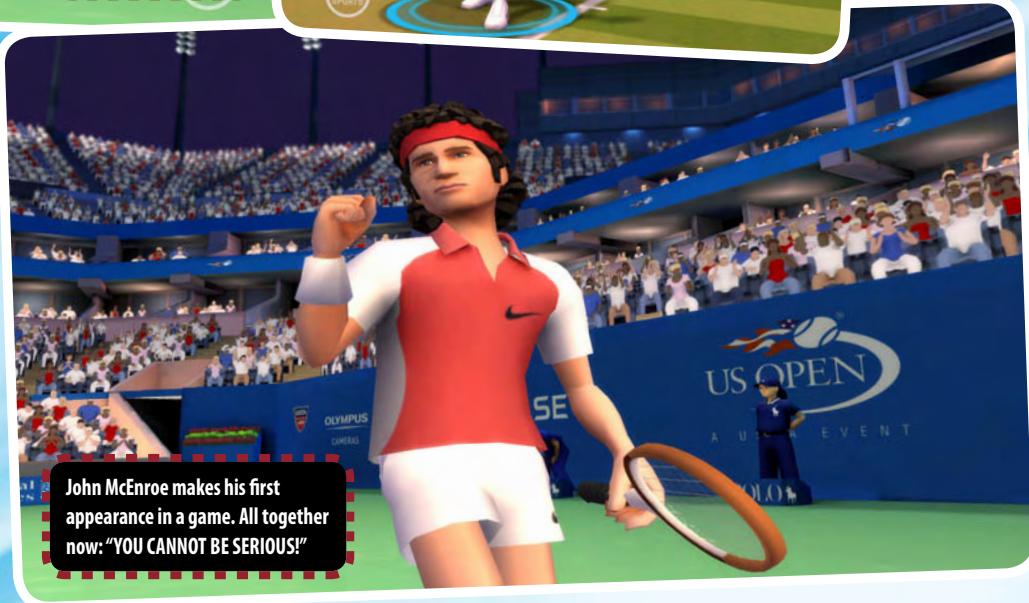
with the emphasis on timing rather than the movement itself. If two of you are playing and you've only one Plus adaptor (so one has to play with a regular Remote) we can see lots of arguments erupting.



Venus Williams looks distracted, let's hope it's not match point.



Andy Roddick is here! Great news, for Roddick fans...



John McEnroe makes his first appearance in a game. All together now: "YOU CANNOT BE SERIOUS!"



CONTROL →





# TIGER WOODS PGA TOUR 10

Unleash the *real* Tiger within your Remote!

## info

**FROM:** EA  
**A BIT LIKE:** Tiger Woods PGA Tour 09: All Play  
**WEB:** [www.eagames.co.uk/game/tiger-woods-pga-tour-10](http://www.eagames.co.uk/game/tiger-woods-pga-tour-10)  
**OUT:** 3rd July



There can be no doubt about it – Tiger Woods' game on the Wii has always been hampered by the Remote's inability to gauge speed as you swing towards the sensor. It feels like the power of the shot is based entirely on the height you take the upswing rather than force of the shot itself. Which, to use a technical term, is a bit poo. Putting has always suffered for the same reason – you could perform a swing that, in real life, would putt the ball just a few metres. Yet in Tiger that could send the ball flying into the stratosphere.

MotionPlus has now sharpened Tiger's claws for a far more intuitive and realised golfing simulation. Again, we played it both with and without the MotionPlus attached, and we found that the difference was alarming from the tee-off. The regular Remote suffered all the same problems of Wii Tigers gone before, but with Plus it felt like one of those top-level golfing games that toffs play in fancy wine bars!



Exclusively for the Wii version is a barmy-looking game called Disc Golf. Golf meets Frisbees? Whatever next...

Power and direction seemed almost perfectly 1:1, with hard whacks sending the ball flying down the fairway. Hooks and slices can be added with subtle (and tricky!) wrist rotations as the club thwacks the ball. It's much more a simulation than just a golf game, which some people might not want, as it's going to require a lot more practice time from the player. Still, options to tame it down are plentiful. ➔



With MotionPlus, your entire swing is perfectly mapped.



Tiger looks pleased (or scared) when discussing an Arnold Palmer Invitational.

Arnold Palmer Invitational

"TIGER WOODS PGA TOUR 10 IS MUCH MORE A SIMULATION THAN JUST A GOLF GAME"



When you first drive down a long fairway you'll want to whack it is hard as nails.

## interview

# GOING THROUGH THE MOTIONS

EA talk to us about tennis, golf and the wonder that is MotionPlus

**W**e sat down and chin-wagged with Oliver Hughes, who is the Senior Product Manager of Grand Slam Tennis and Tiger Woods PGA Tour 10, down at EA towers. He talked to us about Wii MotionPlus and where EA is going with it...

#### What came first, Grand Slam Tennis or Wii MotionPlus?

Grand Slam Tennis. We knew about MotionPlus the minute we started making the game, but at first we thought 'let's make a tennis game' as a tennis game was missing from the EA Sports portfolio. It came together quite nicely that we were making this tennis game and they were making this peripheral. The two things slotted together into a good marriage.

**Could you explain in a nutshell the difference between playing GST with MotionPlus and the regular**

#### Remote. Does it make it easier or harder to play?

I think most people will get a lot of pleasure playing with MotionPlus. They'll notice that their timing improves and the direction of shots are better, but some people will find that it's too active for them and they may not have the greatest experience because they're not great tennis players and might be too slow for it.

I found that when I used the Remote without Plus that it's been really well tuned, and I think we know enough now about the regular Remote to create a great tennis game. The basic movement of left and right, and topspin and backspin, is easy for us to track on the Remote. The added information we get with the MotionPlus attached gives you an extra level of ball control, so if you're a pro tennis player you'll be able to play really seriously with MotionPlus.

**Onto Tiger Woods 10. A lot of people thought 09: All Play was a**

**good game but felt the regular Remote just let it down. Was it a relief for the franchise when you heard about MotionPlus?**

I don't work on the development side, but I think Tiger Woods 09 was a good solid game that was easy to play if you're good or bad at golf. But I think with MotionPlus it's a real kind of gateway game to be honest. If you're a non-golfer and play it in All Play mode then it's wicked; everyone can play it and it's fun. But if you're a pro golfer and want a proper golfing experience and you know all about wrist roll then this is almost like a \$200,000 simulation in your house, as you can now play the way you'd play on a golf course.

**So would you say it's possible for Granny to play against Tiger himself on a level playing field if she was using the assistive All Play control and MotionPlus?**

Yeah, you can play a round of golf at the level you want to play at. If you're

## ALL ABOARD THE LOCOMOTIONPLUS

More Plus games that are on the horizon



**Wii SPORTS RESORT**

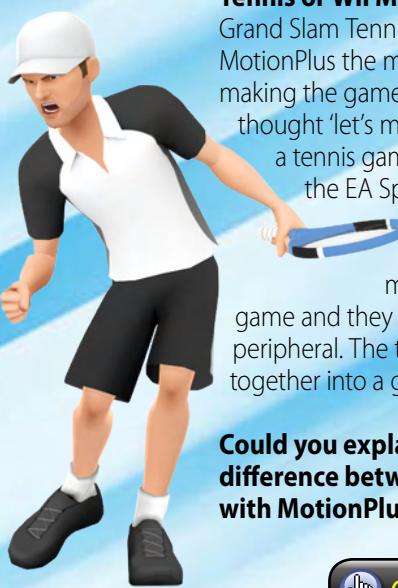
**Red Steel 2**

**ViRTUA TENNIS 2009**

## Wii SPORTS RESORT

Originally this was meant to launch MotionPlus but was delayed until late July, leaving GST to pip in first. Set on a tropical island, you'll get to play loads of mini-games, including sword fighting, playing Frisbee with your dog and riding water scooters. It also comes bundled with the Plus box... you might end up with a pile of the things.

an advanced golf player and you know all about keeping your wrist in position then you'll be able to do more advanced shots by spinning the ball to get it around trees. But it's entirely plausible that if you're a real golfer and want to play against your Mum then you can do that with the settings. Mum would certainly be best using a regular Remote and letting All Play take care of the trickier elements of the game.



info



FROM: Ubisoft

A BIT LIKE: Crazy Taxi

WEB: <http://rabbids.us.ubi.com/rabbidsgohome>

OUT: October



Expect to visit some weird and wonderful locations as you attempt to stockpile as many items as possible.

"THESE HIGHLY STRUNG BUNNY-LIKE CRITTERS WERE ORIGINALLY PART OF THE RAYMAN SERIES"

# RABBIDS GO HOME

Rayman's deadliest adversaries land their own unique adventure!

Exclusive  
Shots!



ROLL OVER  
THE BIG PICTURE X

The game engine is looking pretty impressive at the moment.

If history has taught us anything it's that spin-offs from popular franchises don't always work. Just look at what happened to poor old Joey when he tried to go it alone after the sitcom Friends finished – the results

were not pretty. However, the Raving Rabbids are the exception to this rule. These highly strung bunny-like critters were originally part of the best-selling Rayman series but in 2006 they starred in their own title: Rayman Raving Rabbids. Since then they're established quite a fan base, and this year they'll be given another chance to shine in a fully fledged adventure for the Wii, but this time they're shedding the 'Rayman' name to strike out on their own.

protagonists successfully relocate to their natural homeland. You see, our crazy buck-toothed bunnies are all partying-out after appearing in three ridiculously successful titles and they want nothing more than to put their feet up for a while. The only trouble is they can't actually recall where they came from originally. When one of these deranged creatures expresses the opinion that they might have resided on the moon, it triggers a mad quest to



Roll over screen for annotations

# PLAYzine preview

## info



Carrot cake anyone?

**"THANKFULLY, THE RABBIDS WILL BE ABLE TO UPGRADE their SHOPPING CART"**



You'll get the chance to interact with humans as you scour the environment for junk.

construct a tower capable of reaching the lunar surface.

Instead of adopting the mini-game format that was the basis of the previous Raving Rabbids titles, Rabbids Go Home sees our furry stars rushing around in a shopping trolley as they try to amass as much junk as possible in order to build their tower. During this arduous quest they'll visit a number of locations such as shopping malls, skate parks, museums and office blocks.

Of course, they won't have complete freedom to simply collect as much stuff as they like; various enemies will make an appearance and these fiends will present a considerable obstacle to the Rabbid's progress. One such foe is mankind itself. Needless to say, the inhabitants of Earth (yes, that means you) aren't entirely happy with the antics of these madcap bunnies and the resulting conflict will most likely

make constructing the tower an even harder task to complete.

Thankfully, the Rabbids will be able to upgrade their shopping cart to tackle new challenges. For example, they can strap a jet engine to it in order to boost speed, or affix some skis to enable travel on water.

Programming duties are being handled by Ubisoft's highly-respected Montpellier studio, previously responsible for cult classic Beyond Good & Evil and the best-selling movie tie-in King Kong – both excellent games, I think you'll agree. The game engine is being tailored to take advantage of the Wii's unique abilities, so expect plenty of innovation along the way, although there's sadly no Balance Board support this time around.



## Best Bit

We've hit them, shot them with sink plungers and generally made them look foolish, but now we're actually going to get the chance to 'be' them. The Rabbids are unquestionably one of the most unique creations to feature in a modern videogame, and we personally can't wait to see the world through their disturbed eyes.



CONTROL →



## BUNNY BOILER

*A brief history of our furry friends*



THE THREE 'R'S

RAVING LOONIES

WHAT'S ON TV?

## The three 'R's

Made up of more than 70 mini-game challenges, the debut Raving Rabbids title was one of the first games to really show the potential of the Wii Remote. Assuming the role of Rayman, you had to escape the captivity of the Rabbids by defeating them in different tasks.

The game looks set to retain the wonderfully insane vibe witnessed in the previous Raving Rabbids titles. Rabbids Go Home is all set for a winter release, so be sure to pop this on your list to Father Christmas! 🎅

HOW READY

HOW GOOD

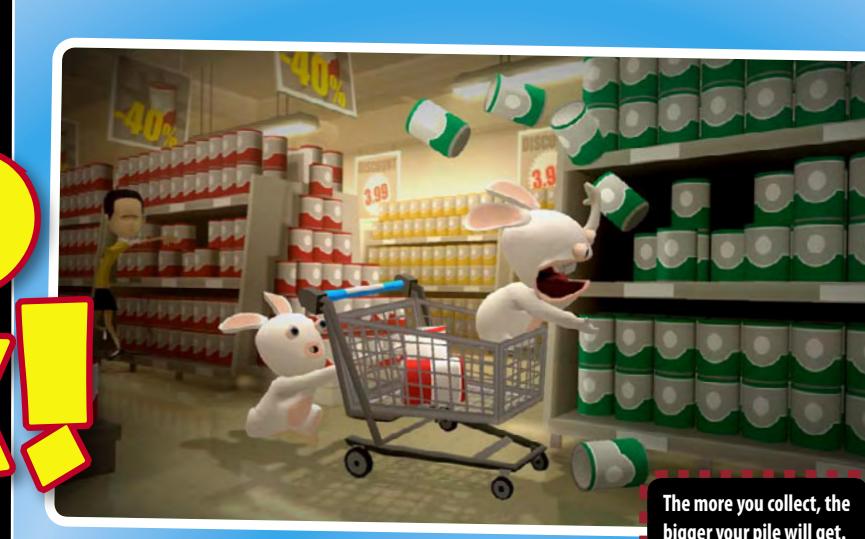


Proof that the Rabbids can survive without Rayman

## interview

# RABBID ATTACK!

We reckon that a starring role for the Rabbids is long overdue. Thankfully, with **Rabbids Go Home**, that's exactly what we're getting! We cornered Ubisoft Montpellier's **Jacques Exertier** to tell us all about it...



**We've already seen the 'Raving Rabbids' causing all sorts of chaos in other games (Rayman Raving Rabbids, for one), but why did you make the decision to give them the starring role in a proper, fully-fledged adventure?**

It wasn't like we really had a choice! We figured the best way to deal with the hyperactive Rabbids was to give them a long-term goal and let them run with it! Seriously though, and forgive me if I just repeat what other writers have already said, but sometimes when we imagine characters, one of them just takes on a life of its own. It's a rare joy for an artist. We realise it from the moment we no longer have to ask the question: "Now what kind of crazy antics can I make the Rabbid do now?" but instead say: "Let's see... how would a Rabbid react in this situation?" From that moment on, you know you've got a real character who can fully handle a starring role in a game.

**Will the gameplay be based around mini games (like Raving Rabbids TV Party) or will it be similar to the Rayman titles?**

No, Rabbids Go Home is absolutely

not a party game at all. It's a pure adventure game, and, more precisely, a comedy-adventure.

The Rabbids have a quest – as absurd and delirious as you'd expect for the Rabbids – but it's a real quest nonetheless. They will be confronted with humans, whose rules and ways of thinking are the exact opposite of the way the Rabbids approach life... Sparks will fly!

## How will the game make use of the Wii's unique control system?

The player controls a team of two Rabbids pushing a shopping cart. The souped-up cart is a blast to drive around the open environments, skidding, accelerating, breaking and super-boosting over chasms. Players will learn to master this tuned-up



# PLAYZINE

## interview



**"We Don't Use the BALANCE BOARD, BUT Rest ASSURED, the Wii Remote WILL never Be the SAME AGAIN"**

### → INTERVIEW CONTINUED

caddy, which is the key to the game's main objective: collect stuff, both little and big, to grow the Pile.

Lots of the stuff the Rabbids snag throughout the adventure will give players new abilities for moving or attacking with the shopping cart. A jet engine strapped to your cart will suddenly propel you at three times your normal speed. With a big tyre attached, you can bounce off surfaces and off enemies like a bumper car. If you float and glide with a hospital Bubble Bed on board, and upgrade your caddy with a jet ski to power-slide through water!

These transformations radically change the sensations and driving

controls, varying the pleasures and creating new challenges for the players.

**Raving Rabbids TV Party allowed players to control the action using their bottoms, thanks to the Balance Board. Will we see this original and highly amusing control method in Rabbids Go Home and do you have any other surprises in store?**

We don't use the Balance Board, but rest assured, the Wii Remote will never be the same again! Players will discover a feature that uses the Wii Remote in a creatively and technologically revolutionary way, never before seen in a game. All will be revealed...

**The game is billed as a 'comedy adventure'. Can you give us a brief run-down of the storyline?**

The Rabbids, don't ask me why, want to go home. They're not unhappy around

humans, as the Rabbids are pretty happy anywhere. Don't ask me why, but they're convinced that their home is on the moon.

They all agree, for once, to work together to build a pile to the moon. So they need stuff. Tons of stuff. The humans have stuff; the kind of stuff that takes years to amass; stuff that surrounds them and fills up their closet, spills into their gardens and eventually fills up their whole lives – don't even think about asking me why, either!

The Rabbids are going to make a merry mess of this society, which is, well, a very *human* one.

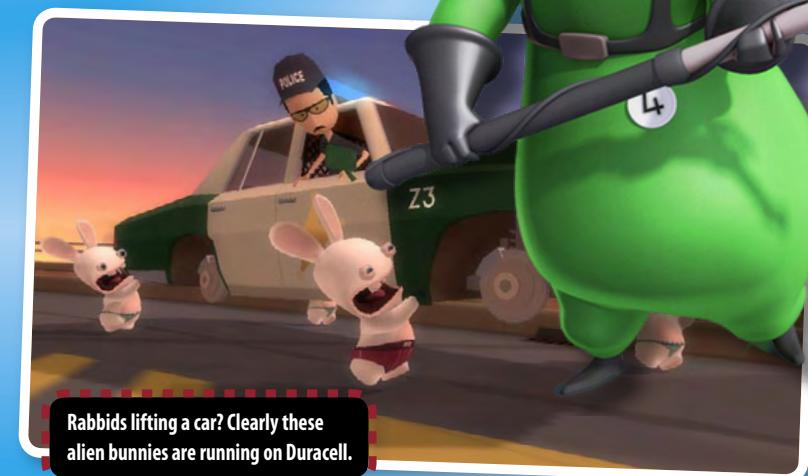
**The Rabbids have been amusing gamers for quite some time now. Can we expect similar levels of mirth with Rabbids Go Home?**

Rabbids Go Home is a condensed exposition of the essentials of the entire history of human creativity. The game has everything: the insanity of the greatest American cartoonists, the best of Woody Allen, the intensity of a

Wagnerian opera, the creativity of Picasso, the anti-conformity of a Marcel Duchamp, the simplicity of a monochromatic Klein, the genius of a Hendrix riff, the precision of a goal marked by Zidane; the taste of a fresh vegetable soup at Bocuse and the call to adventure of Hemingway's first period... At least, that's what we're hoping for!

**Will Rayman make an appearance in this game, or have the Rabbids truly left him behind now?**

You won't find Rayman in this game, but the Rabbids and Rayman are still B.E.F. (best enemies forever). They'll no doubt meet again...



**Rabbids lifting a car? Clearly these alien bunnies are running on Duracell.**



## info

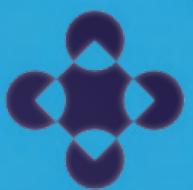
FROM: Ubisoft

A BIT LIKE: Rayman

WEB: <http://rabbids.us.ubi.com/rabbidsgohome>

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## info



**FROM:** Activision  
**A BIT LIKE...** Movie?

**Platformer?** There's been quite a few of them

**WEB:** <http://monstervsaliensgame.com>

**PRICE:** £39.99

**PEGI AGE RATING:** U



# Monsters vs. Aliens

A game of a film? Whatever next...

It's normally fair to say that a licensed game for a movie is the kiss of death for it, especially when it's a platform game. Can Monsters vs. Aliens get us to change our opinion?

So yes, it is a platform game, meaning that you guide your characters through a series of levels from one end to the other, jumping

on things, beating up things and collecting other things, but the difference here is that the developers have actually thought about the best way to transfer the fun of the film to a game, and also realised that the people that are going to be playing it are mostly going to be younger gamers.

The first thing that impresses is that you get to play as all the major

characters (Susan, B.O.B, The Missing Link and Dr. Cockroach). Each one has their own style and method of play, which helps to keep interest up and the challenge fresh.

While the graphics are good enough, and the fact that the cast have recorded lines for the game helps, more importantly, the level design has had real thought put into it. Stages aren't too long and there's plenty of them, too. So, a movie license we'd happily recommend? Yep, and it's not often we get to say that.

Dean Mortlock

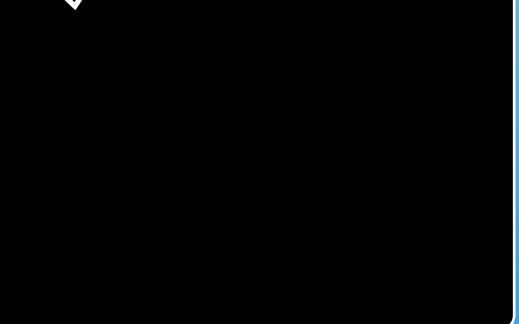


B.O.B is one of the best characters in the film – and also the game!



The giant robot isn't going to be easy to defeat.

## Quick Quiz!



### Briefly Speaking

Based on the smash-hit film of the same name, Monsters vs Aliens is a clever and fun platformer that gives you the opportunity to play as one of the four stars of the film. And, as the gameplay is quite light, it's good for any age of gamer.

### PLAY TIME

HOURS    DAYS    WEEKS



### DIFFICULTY

easy    medium    ARRGH!



### FUN FACTOR

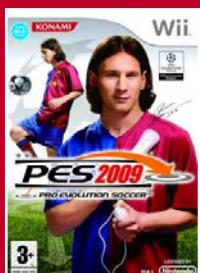
DULL    COOL    YIPPEE!



### VERDICT

A monster mashup!

7

**info**


**FROM:** Konami  
**A BIT LIKE...** FIFA  
**WEB:** [www.pesunites.com](http://www.pesunites.com)  
**PRICE:** £39.99  
**PEGI AGE RATING:** 3+



The face of the game,  
 Barcelona's  
 Lionel Messi.



England take on Argentina.  
 Could be lively.



# PRO EVOLUTION SOCCER 2009

Flick to kick...

When Pro Evolution Soccer was first announced on the Wii a few years ago, it was almost treated as a joke. Flapping the Wiimote and Nunchuck in front of the screen seemed a wholly inappropriate way of controlling a football match, making it more akin to a strategy game. However, with practise, the

unique control method revealed subtleties that were absent from the other versions of the game.

## FOOTBALL EVOLVED

This time round, it's more a case of evolution than revolution, and while the control method can still sometimes feel a bit like attempting to simultaneously pat your head and

stroke your stomach at the same time, if you coped with PES 2008 then you should be able to manage with this – and it even includes a co-op mode. And if you really can't get to grips with the controls, you can simply turn the Wii Remote on its side and pretend you're on an aeroplane, or just attach a traditional controller.

Crucially, PES 2009 plays a decent game of football, both for the single player and via a solid online structure. And with a number of new modes – including the legendary Master League – there's certainly enough game here



Shots can now be accurately targeted.



## PLAYZINE Challenge

The warbling music announces the introduction of a fully licensed Champions League for PES 2009. Playable as a stand-alone contest, if you've got a few hours spare you should have a stab at winning the famous trophy. We managed it at the first attempt, albeit by holding the Wii Remote sideways.

to keep you busy until 2010. By which time you may well have perfected that tricky control system...

Steve Hill

## Briefly Speaking

PES 2009 builds on the success of 2008 with a few tweaks on the field and some potentially life-sapping new options. Some of the team names are fictional, but with strong co-op and online play, there's something for everyone.

### PLAY TIME

HOURS    DAYS    WEEKS



### DIFFICULTY

easy    medium    arrgh!



### FUN FACTOR

dull    cool    yippee!



### VERDICT

Top of the league

9

## info



**FROM:** Sega  
**A BIT LIKE...**  
 Monster Hunter  
**WEB:** [www.sega.co.uk](http://www.sega.co.uk)  
**PRICE:** £29.99  
**PEGI AGE RATING:** 12+



# Phantasy Star Portable

Go back to the future with Sega's legendary role-playing epic

**A** few years ago Sega released a game called Phantasy Star Online on its ill-fated Sega Dreamcast console. It was, for many console gamers, the first bite of online multiplayer gaming – well, it was the first online MMO on a console. Fast forward almost a decade and we have the latest iteration of the series on PlayStation Portable, but how does it shape up to its illustrious ancestor?

The action is certainly very similar – you create a character, deck yourself out with gear and set off adventuring. Each level is a slog through various futuristic environments tackling monsters and end-of-level bosses in mortal combat. Success brings money, experience and fame, and as you progress through the myriad of missions you eventually start to uncover a plot relating to an evil alien force known only as SEED.

If you're a fan of the Dreamcast version (and, to be honest, there were many gamers out there that were) then you'll find lots to like here, but sadly the game only allows four-player local co-op. It's a shame that you're not permitted to take your battle online. The PSP has the capability to do this, and it would have made for a much more appealing experience – finding three friends who all own a copy of the game is going to be a pretty difficult task to perform on a regular basis.

Damien McFerran



**Mina**  
 Laia seems brusque, but she takes very good care of people. She must have been a wonderful instructor.

In-between missions you'll get a chance to converse with other characters.



Some of the boss battles are pretty epic.

During battle, other characters on your team chip in with comments.



## SHINING STAR

What's your phantasy?



### Getting Creative

### Fighting Talk

### Bump And Grind

## Getting Creative

Previous titles in the Phantasy Star series have featured extensive character creation modes but the one in the PSP version trumps them all. You can select your face, eye color, eyebrows, eyelashes, ears, head shape, body colour, body proportion, jacket, pants, shoes, voice type and even the pitch of your voice!

### PLAY TIME

HOURS

Days

Weeks



### DIFFICULTY

easy

medium

ARRGH!



### FUN FACTOR

dull

cool

yippee!

### VERDICT

Entertaining stuff

7

## BRIEFLY Speaking

Phantasy Star Portable is a grand enhancement of the previous titles in the series and will keep RPG fans busy for weeks to come. It's just a shame it lacks online play – this feature would have made it a near-essential game to buy.

# PLAYzine Review

## info



**FROM:** Ubisoft  
**A BIT LIKE...** This is the first stealth game on Wii!  
**WEB:** <http://tenchu4game.us.ubi.com>  
**PRICE:** £39.99  
**PEGI AGE RATING:** 16+



## TENCHU: Shadow Assassins

Coming out of the shadows...

Considering how popular they all were a few years ago, it's amazing that there isn't more stealth games on the Wii. That said though, now that Tenchu: Shadow Assassins is here, you're getting one of the best.

As you'd expect, the object of the game is to sneak through a series of missions trying not to be spotted – if

you are then you go back to the start. You do this by hiding in the shadows and using the many objects and buildings you find to hide behind.

The combat is done very well – especially the gruesome kill moves – and if you're looking for a slower-paced game then Tenchu is about as good as it gets. 🎲

There's plenty of skulking here.

### PLAY TIME

Hours Days Weeks

### DIFFICULTY

Easy Medium ARRGH!

### FUN FACTOR

Dull Cool YIPPEE!

### VERDICT

A fine stealth game

7



Remember: The object is to try and not be spotted.

## info



**FROM:** EA  
**A BIT LIKE...** Super Mario Bros.  
**WEB:** [www.henryhatsworth.com](http://www.henryhatsworth.com)  
**PRICE:** £29.99  
**PEGI AGE RATING:** 7+



There's another block on its way.



## Henry Hatsworth in The Puzzling Adventure

We'll take our hat off to Henry!

There's certainly no shortage of platform games for the DS, and there's quite a few puzzle games too, so we don't mind if you're not too excited at the prospect of another one, but the good thing about Henry is that not only does it combine both genres in one game but it does it really, really well.

The top screen is your standard platformer, while the bottom one is taken up with the puzzle game.

Both are played at the same time, as when you bash enemies they're transformed into blocks for the puzzler. Blocks then rise slowly up the screen and you have to match three of a kind before they reach the top and respawn. Simple.

What makes Henry work though, is that both games are excellent in their own right. Combine the two and you've got an original and very playable game indeed. 🎲



### VERDICT

Original and very fun!

8

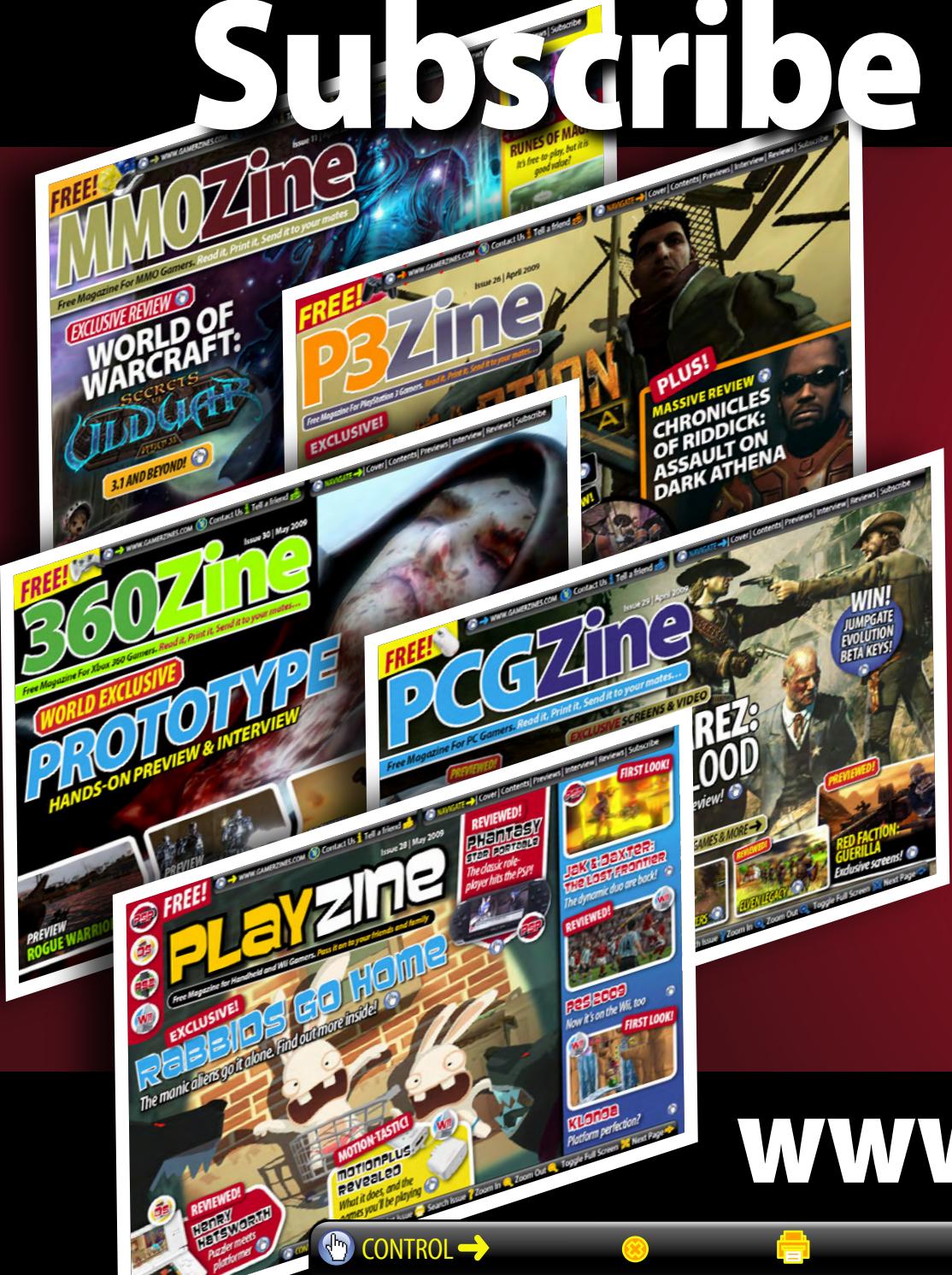




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Publishing Director: Dave Taylor

Email: [dave.taylor@cranberrypublishing.com](mailto:dave.taylor@cranberrypublishing.com)

Editorial Director: Dan Hutchinson

Email: [dan.hutchinson@cranberrypublishing.com](mailto:dan.hutchinson@cranberrypublishing.com)

Commercial Director: Duncan Ferguson

Email: [duncan.ferguson@cranberrypublishing.com](mailto:duncan.ferguson@cranberrypublishing.com)

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CONTROL ➔

